

# WELCOME!

CITY OF MINNEAPOLIS

## Consolidated Office Building

PUBLIC MEETING #2

February 27, 2017

# AGENDA

- OPENING REMARKS and INTRODUCTIONS
- PROJECT BACKGROUND
- PROJECT STATUS UPDATE
- WHAT WE HEARD AT THE FIRST MEETING
- DESIGN DISCUSSION:

SITE and URBANSCPE DESIGN

GROUND FLOOR – CONFERENCE CENTER and LOBBY

PUBLIC ART UPDATE

- PUBLIC MEETING SCHEDULE
- CLOSING REMARKS

# BACKGROUND:

## THE NEED - SERVICES DISPERSED



# BACKGROUND: DEPARTMENTAL and FUNCTIONAL RELATIONSHIPS



# BACKGROUND: PROJECT PURPOSE

Strategically collocate The City of Minneapolis

Employees on order to offer **the highest quality of service for the public, reduce the overall real estate footprint, and provide effective space for the diverse needs of employees.**

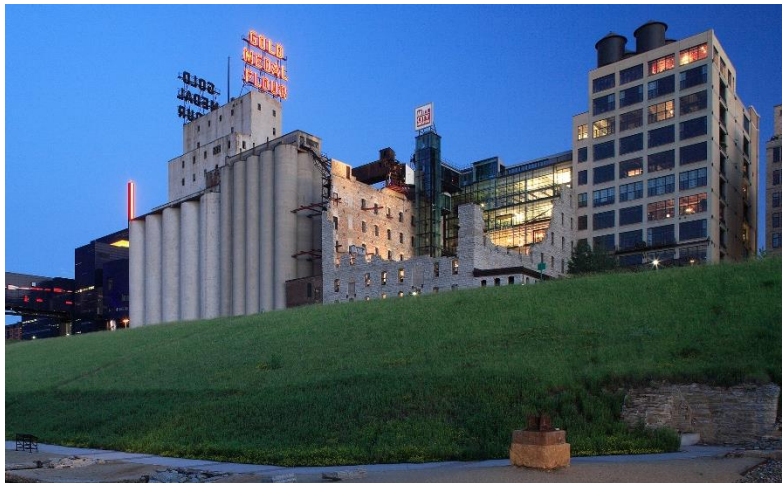
# BACKGROUND: GREATER PURPOSE

**Design functional, responsible, and resilient buildings**

capable of continuously providing the highest level of support  
for both the public and employees over the next 50-100 years.

# DESIGN TEAM

## MSR



## Henning Larsen —



Burro Happold Engineering

Abacus Engineering

EVS

MWL Inc.

Coen + Partners

Greenway

Jensen Hughes

Lerch Bates

Faithful & Gould

CPMI

MA Mortenson

Koliso

# PROJECT STATUS UPDATE

- **SCHEDULE:**

Schematic Design complete

Working on Design Development

Construction starts in September !

Occupancy August 2020

- **SUSTAINABILITY** – aspiring for LEED Gold



# WHAT WE HEARD AT THE FIRST PUBLIC MEETING



- INTERIOR EXPERIENCE
- EXTERIOR EXPERIENCE
- PUBLIC SPACE
- GENERAL COMMENTS

# WHAT WE HEARD:

## INTERIOR EXPERIENCE

- Welcoming, inclusive, balance between security and openness.
- A “warm” experience – not a sterile museum.
- Intuitive wayfinding.
- Give all users access to daylight.

# WHAT WE HEARD:

## EXTERIOR EXPERIENCE

- Active street level.
- Make main entrance obvious.
- Transparency.
- Durable materials that are well maintained.
- Environmentally sustainable material choices.

# WHAT WE HEARD:

## PUBLIC IMAGE

- Bold design that will stand the test of time.
- Show the City as welcoming to all.
- Encourage citizen engagement.
- Create a true Government Square.

# WHAT WE HEARD:

## GENERAL COMMENTS

- Skyway should be easy to navigate.
- Environmentally sustainable design should be the priority.
- Consider bird safety.
- Public art by local artists.
- Public access to as many programs as possible.

# DESIGN PROCESS UPDATE



# SITE and URBANSCAPE DESIGN

- SITE INFLUENCES
- URBAN SIDEWALK EXPERIENCE



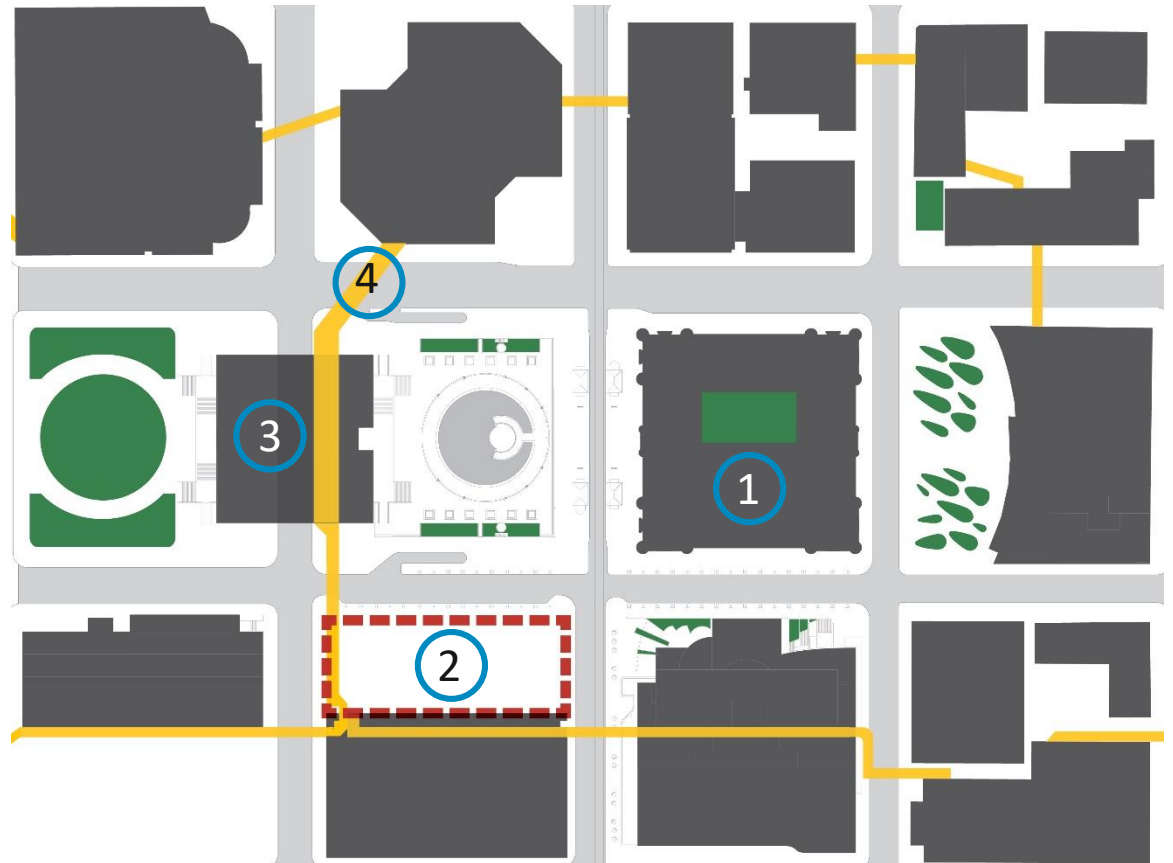
# SITE and URBANSCAPE DESIGN



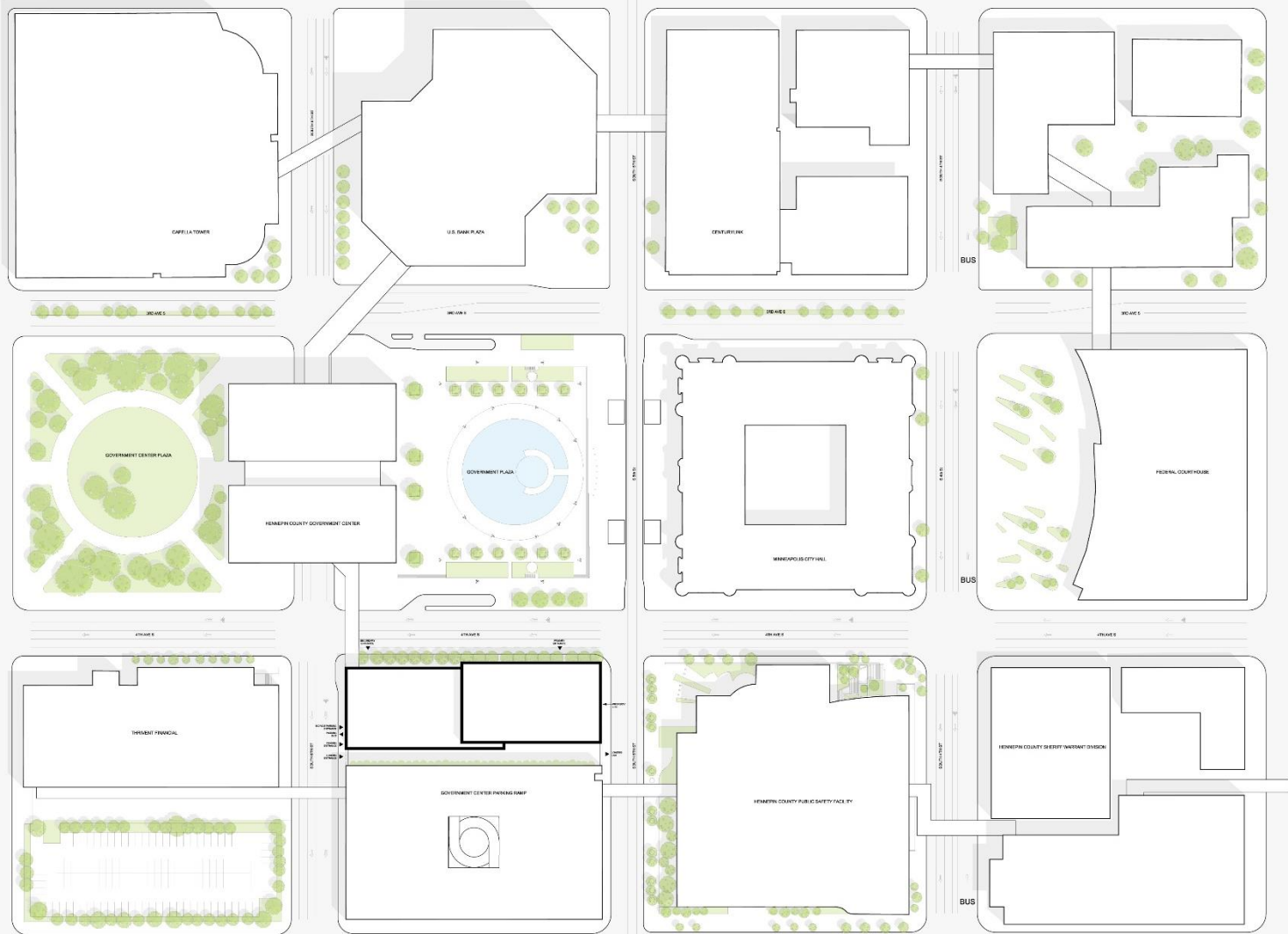


# SITE and URBANSCAPE DESIGN

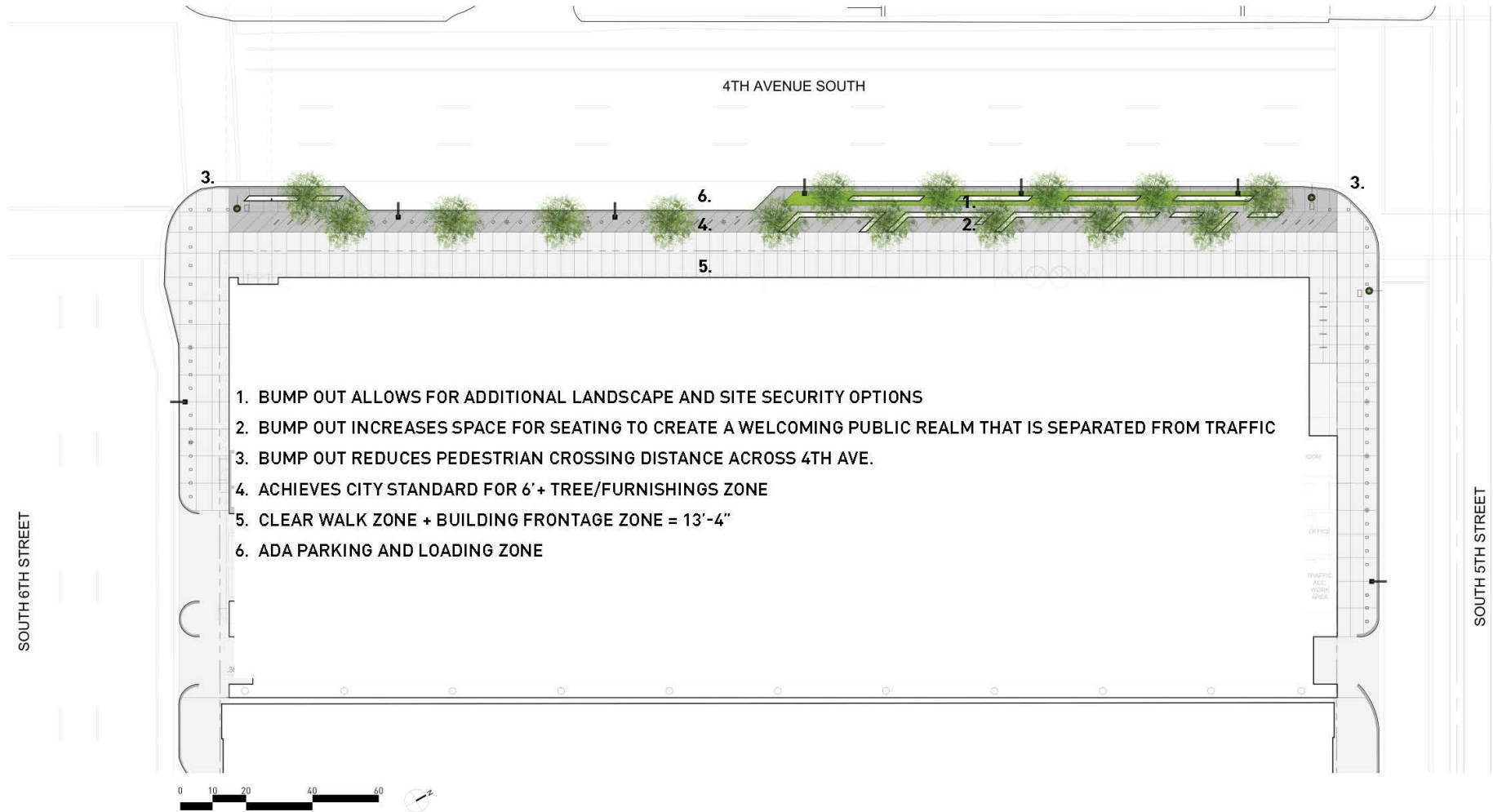
- ① CITY HALL
- ② FUTURE CONSOLIDATED OFFICE BUILDING
- ③ HENNEPIN COUNTY GOVERNMENT CENTER
- ④ SKYWAYS



# SITE and URBANSCAPE DESIGN



# SITE and URBANSCAPE DESIGN



# SITE and URBANSCAPE DESIGN

- What is your favorite urban sidewalk space in the Twin Cities, and why?
- What makes a great urban sidewalk?
- What design features should we consider?

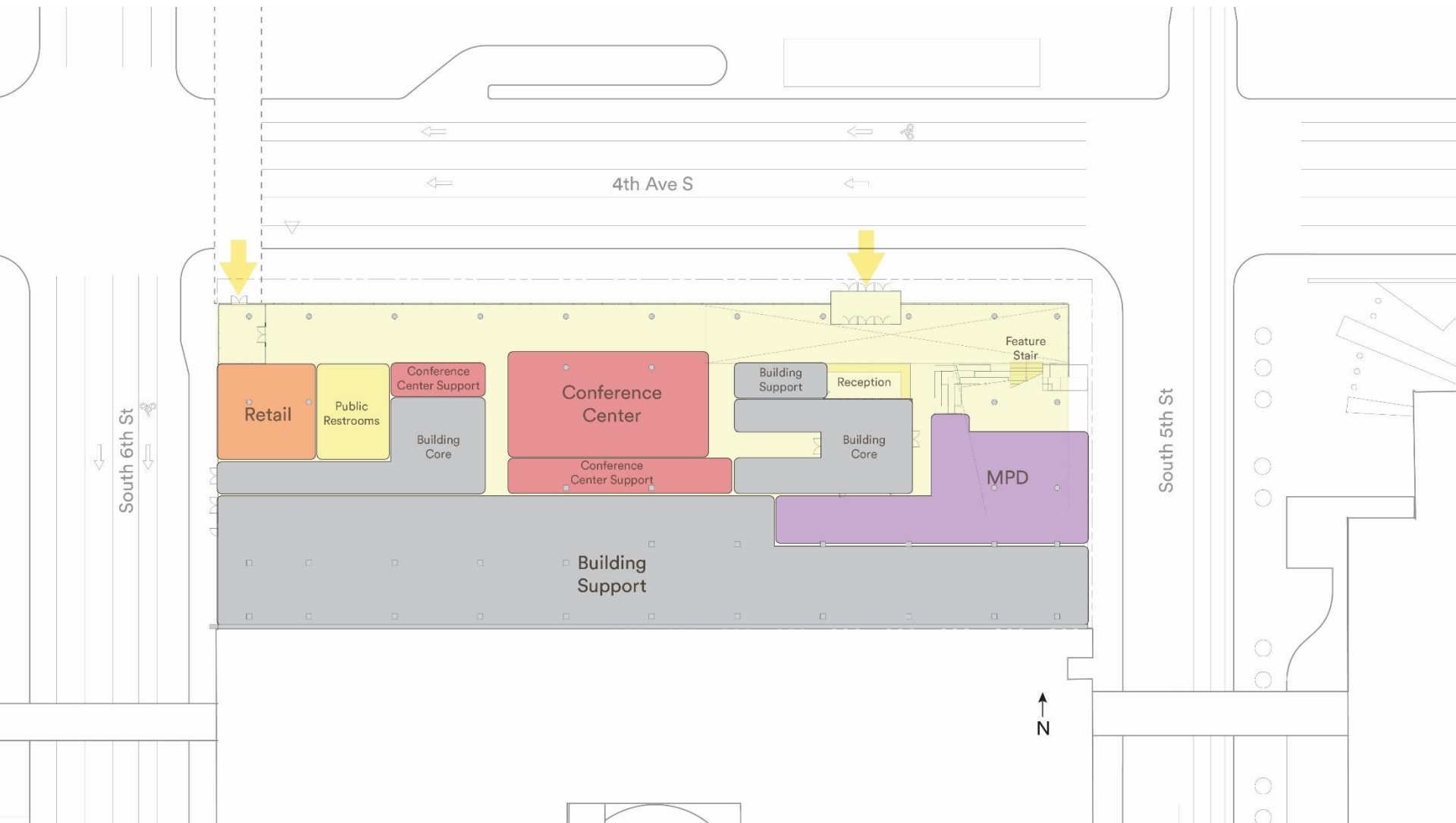
# GROUND FLOOR

- CONFERENCE CENTER
- LOBBY

# GROUND FLOOR

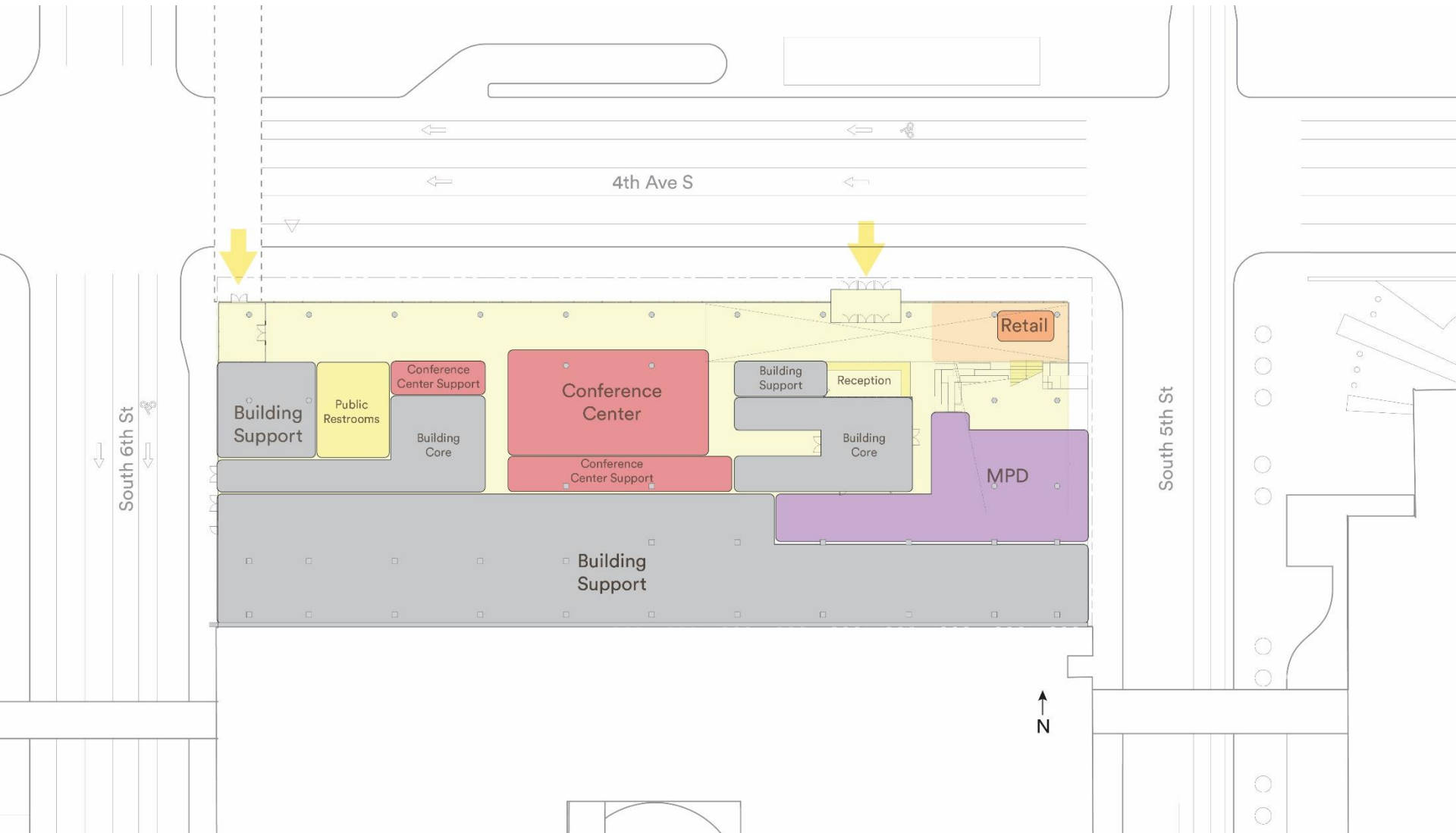


# GROUND FLOOR





# GROUND FLOOR





# GROUND FLOOR



DESIGN STUDY

# GROUND FLOOR – CONF. CENTER

- What is your favorite Conference Center and why?
- What makes a great Conference Center?
- How will you use the space?

# GROUND FLOOR – LOBBY

- What is your favorite Lobby space, and why?
- What makes a great Lobby?
- What features should the Lobby have?

# SKYWAY LEVEL - PSA

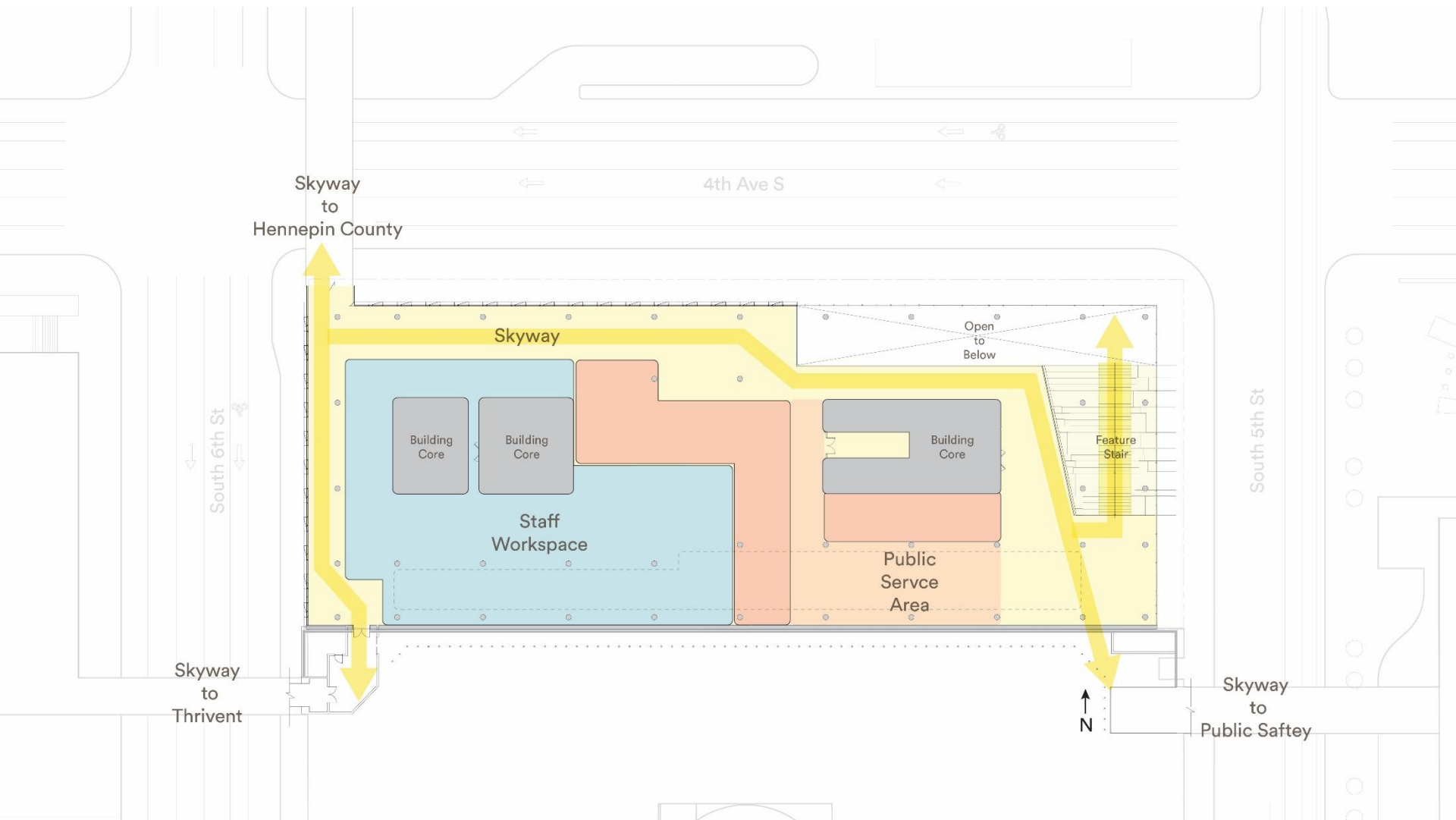
- SKYWAY LEVEL
- PUBLIC SERVICE AREA - PSA



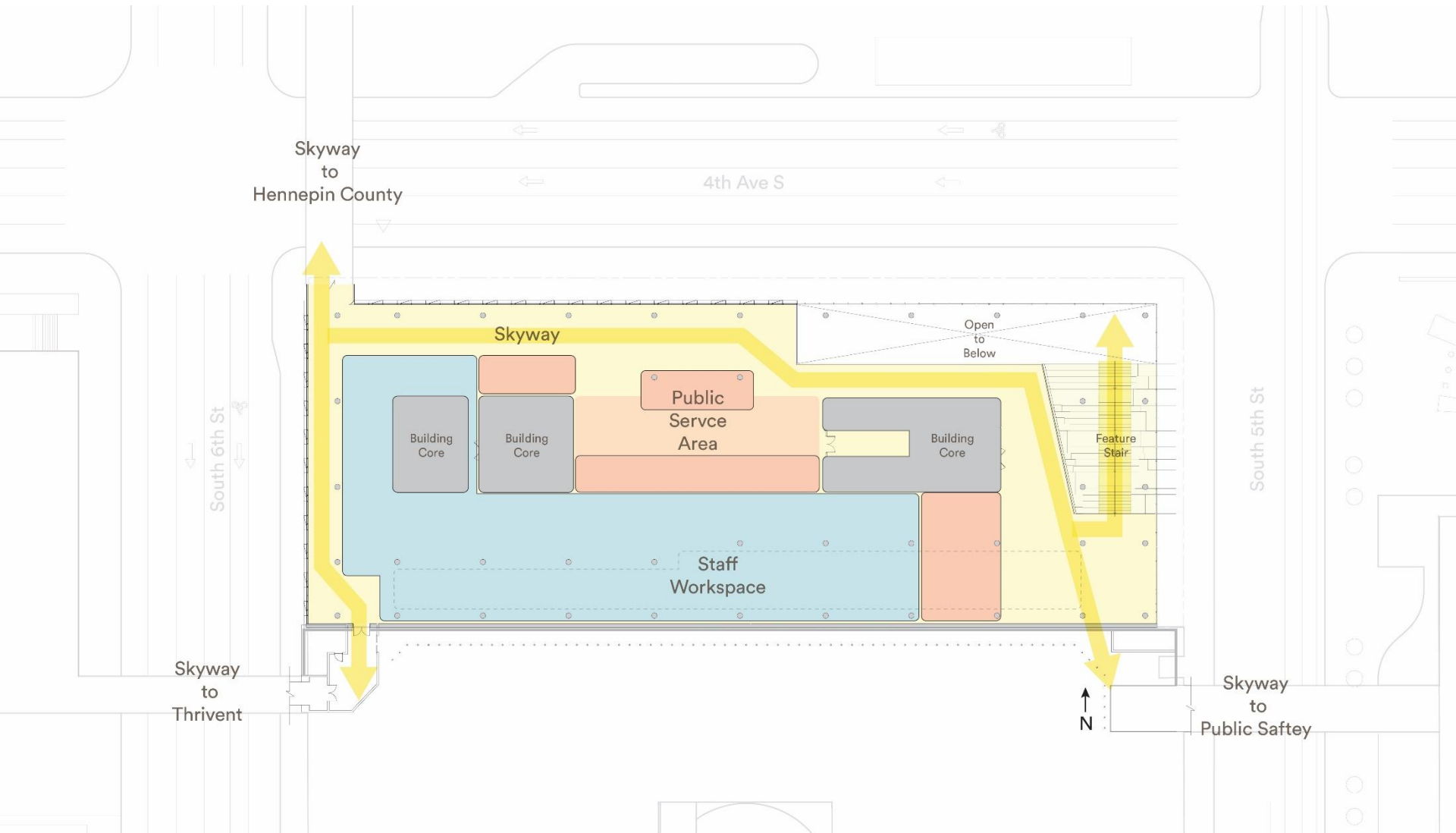
# SKYWAY LEVEL – PSA



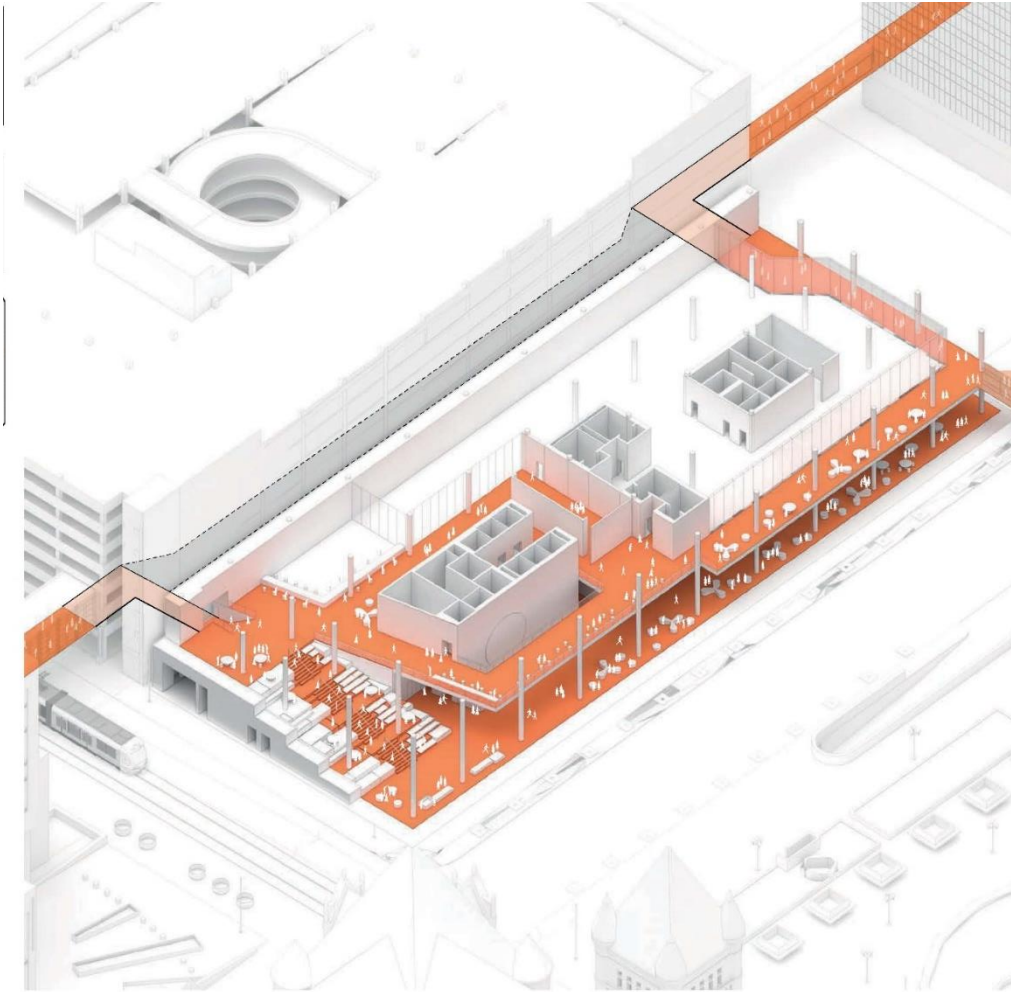
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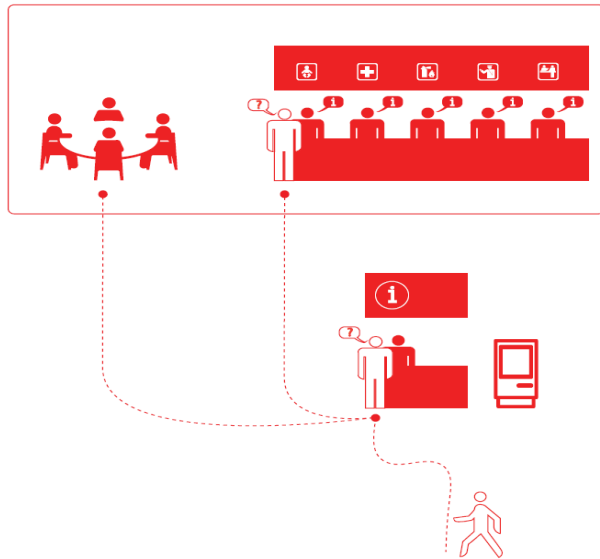


# SKYWAY LEVEL - PSA





# SKYWAY LEVEL - PSA



- CUSTOMER-CENTRIC
- SERVICE FIRST

# SKYWAY LEVEL - PSA



DESIGN STUDY

# SKYWAY LEVEL - PSA

- What makes a great Public Service Area?
- How will you use the service area?
- What types of services or features do you need?

# Public Art Goals

- Create an inviting, pleasant and compelling space.
- Reflect the culture and diversity of the city.
- Reflect the mission of public service.
- Educate the public about City services.
- Support a collaborative work environment





# Public Art Goals

- Be integrated into the identity and design.
- Be timeless and meaningful.
- Enhance the public spaces.
- Celebrate the facility's sustainability.
- Be durable.



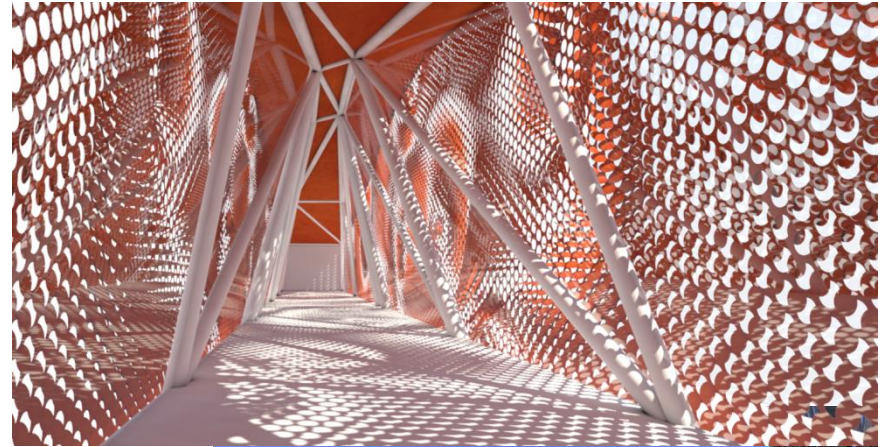
# Artist Selection

Tristan Al-Haddad  
(Atlanta) Selected to  
Work with Design Team

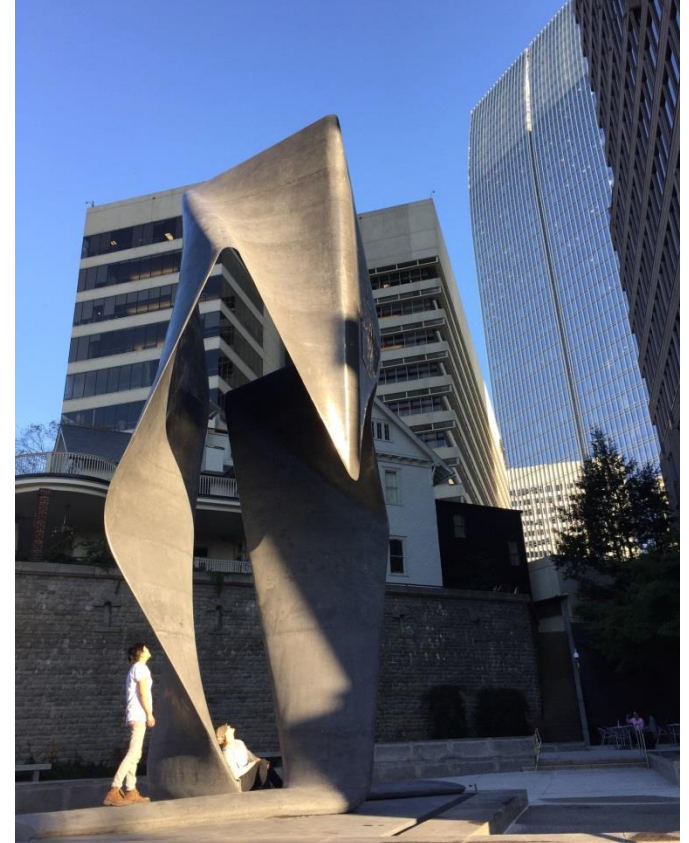
- To identify public art opportunities to integrate into the building.
- To design one signature artwork.

## Future Calls for Artists

- For a number commissions and artists, in a range of media, representing the many diverse communities of the City.



Pedestrian  
Bridge,  
University of  
Louisville



Stealth,  
Atlanta

# PUBLIC MEETING SCHEDULE

DECEMBER



PUBLIC  
MEETING # 1

JANUARY

FEBRUARY



PUBLIC  
MEETING # 2

MARCH

APRIL



PUBLIC  
MEETING # 3





# THANK YOU and NEXT STEPS

- Additional information at:
  - <http://minneapolismn.gov/cped/officebuilding>
- Please send comments to:
  - [COBinfo@msrdesign.com](mailto:COBinfo@msrdesign.com)
- Follow-up at Public Meeting #3 in April

THANK YOU !